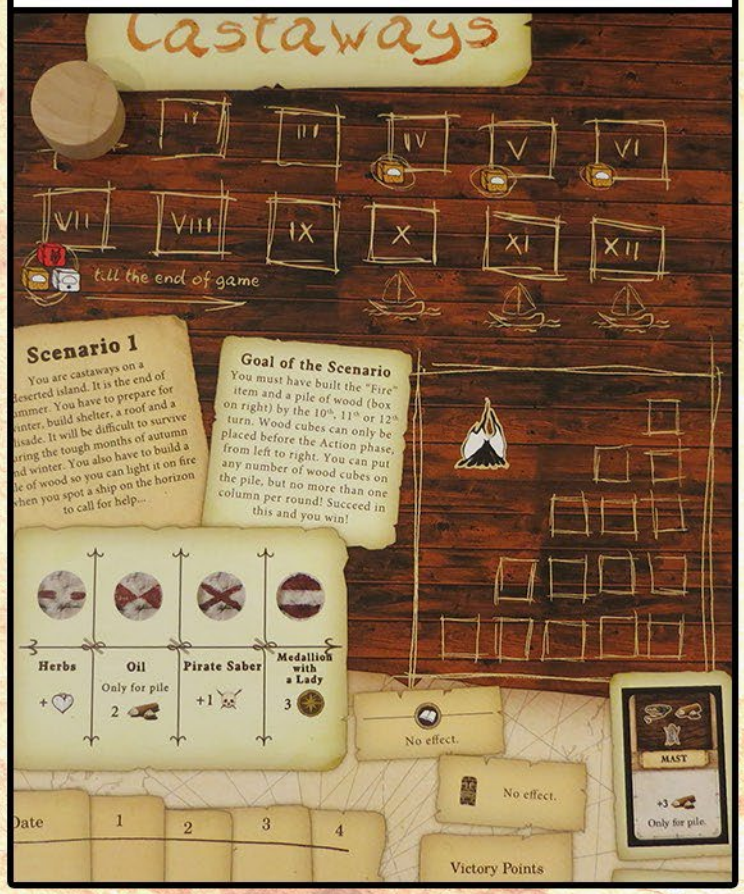
Castaways Quick Start Guide to Robinson Crusoe

IGNACY TRZEWICZEK
ROBINSON CRUSOE
ADVENTURES ON THE CURSED ISLAND
ROBINSON CRUSOE: ADVENTURES ON THE CURSED ISLAND is a cooperative adventure game in which players take the role of castaways stranded on an unforgiven island. Their goal is to build a settlement, protect themselves from dangers and fulfill a variable objective. The box contains six different scenarios making each game more difficult and extraordinary!
EXPLORE THE ISLAND
SET CAMP
BUILD CONSTRUCTIONS
UNCOVER ITS SECRETS
CREATE NEW ITEMS
COMPONENTS
Z-MAN games
Robinson Crusoe is a cooperative game for 1 to 4 players.

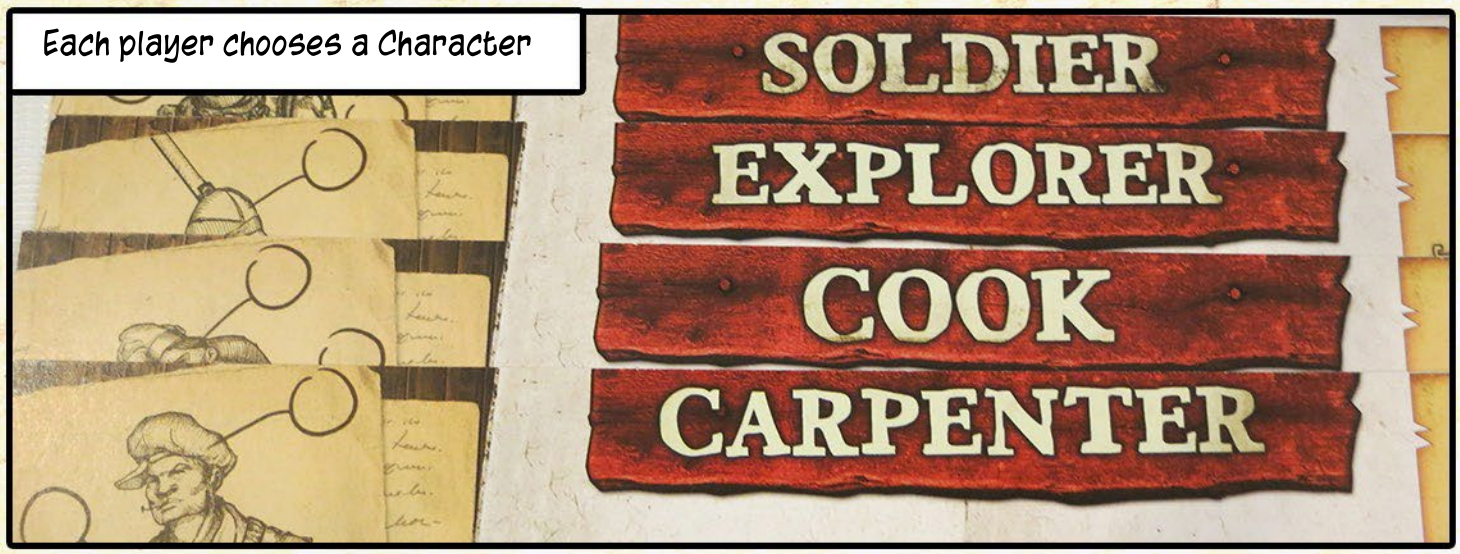
Each game of Robinson Crusoe is played based on a scenario.
In the first game, you will be playing scenario 1, Castaways.

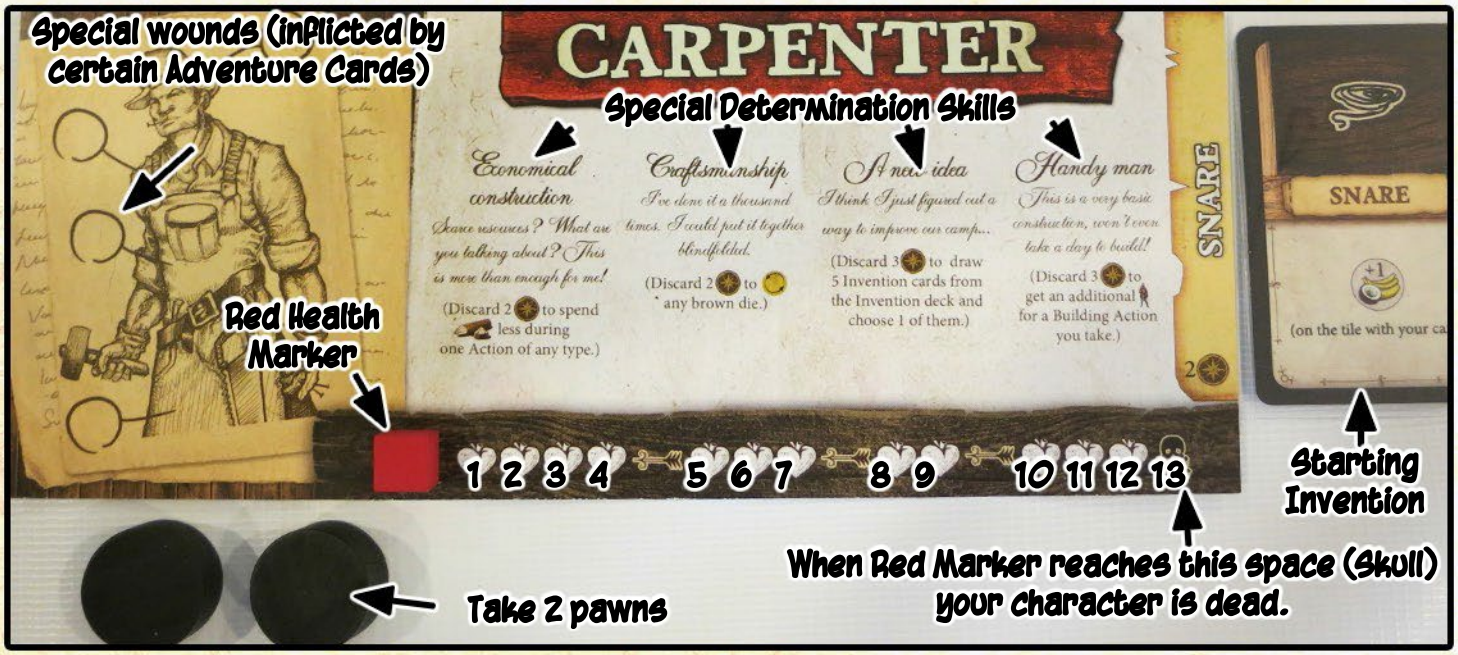

Castaways
I
II
III
IV
V
VI
VII
VIII
IX
X
XI
XII
till the end of game
Scenario 1
You are castaways on a deserted island. It is the end of summer. You have to prepare for winter, build shelter, a roof and a palisade. It will be difficult to survive during the tough months of autumn and winter. You also have to build a pile of wood so you can light it on fire when you spot a ship on the horizon to call for help...
Goal of the Scenario
You must have built the "Fire" item and a pile of wood (box on right) by the 10th, 11th or 12th turn. Wood cubes can only be placed before the Action phase, from left to right. You can put any number of wood cubes on the pile, but no more than one column per round! Succeed in this and you win!
Herbs
Oil
Only for pile
Pirate Saber
Medallion with a Lady
No effect.
No effect.
MAST
Only for pile.
Date
1
2
3
4
Victory Points

To win...

Read this
Goal of the Scenario
You must have built the "Fire" item and a pile of wood (box on right) by the 10th, 11th or 12th turn. Wood cubes can only be placed before the Action phase, from left to right. You can put any number of wood cubes on the pile, but no more than one column per round! Succeed in this and you win!
Achieve before end of round 12

Each player chooses a Character



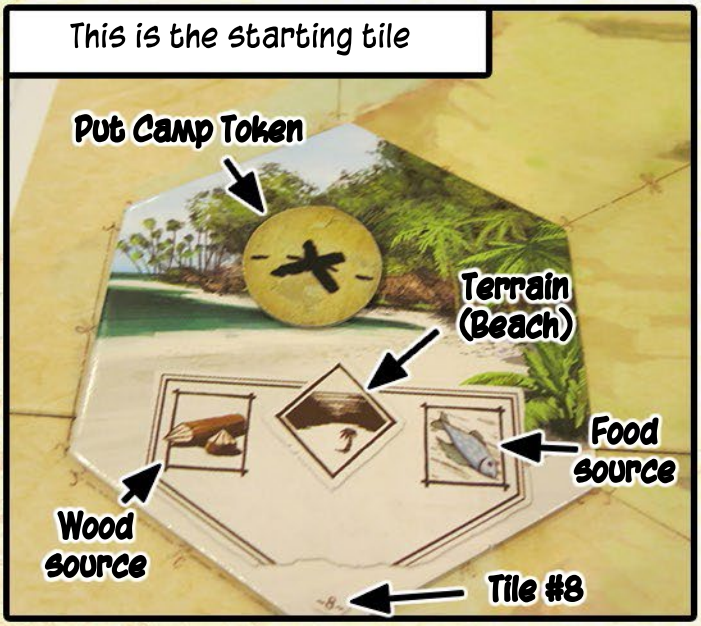

Special wounds (inflicted by certain Adventure Cards)
CARPENTER
Special Determination Skills
Economical construction
Craftsmanship
A new idea
Handy man
SNARE
Red Health Marker
1 2 3 4 5 6 7 8 9 10 11 12 13
Starting Invention
When Red Marker reaches this space (Skull) your character is dead.
Take 2 pawns

Let's take a look at the board... Each round has six phases.

You need to build an Event deck of 12 cards for scenario 1. Take 6 random Event cards with a Book Icon, and 6 with an Adventure Icon (brown, gray and/or green), and shuffle them together.

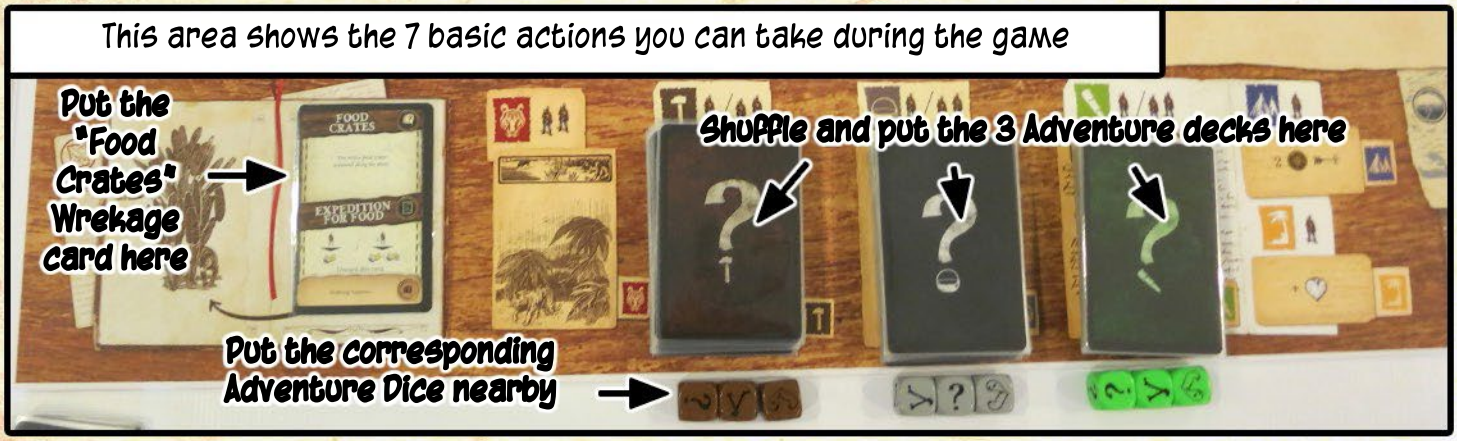
This is the Morale Track

This is the starting tile



You can explore inland during the game

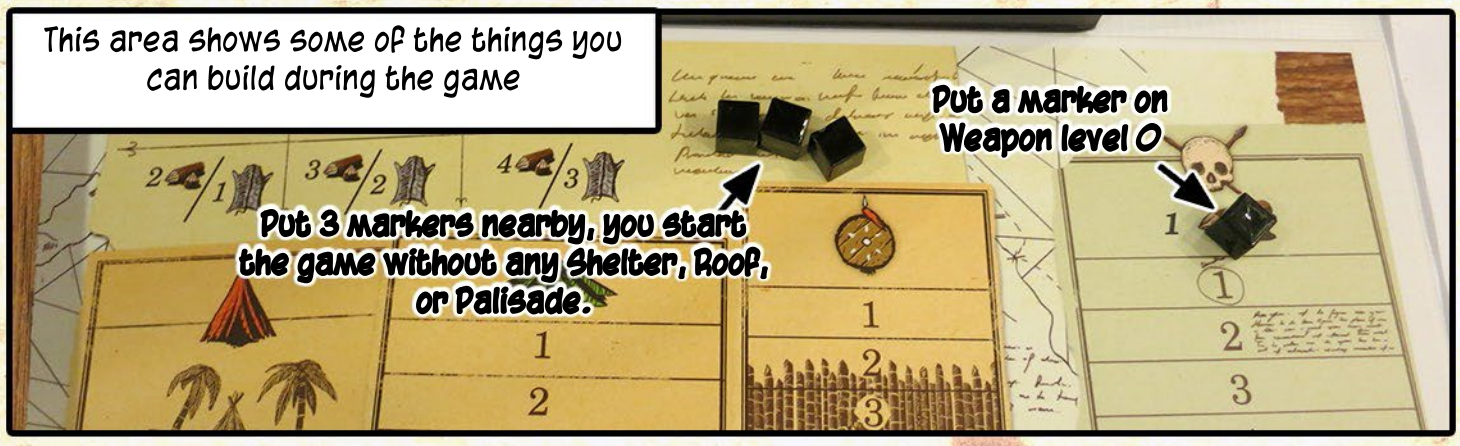
This area shows the 7 basic actions you can take during the game


Put the "Food Crates" Wrekage card here
FOOD CRATES
EXPEDITION FOR FOOD
Shuffle and put the 3 Adventure decks here
Put the corresponding Adventure Dice nearby

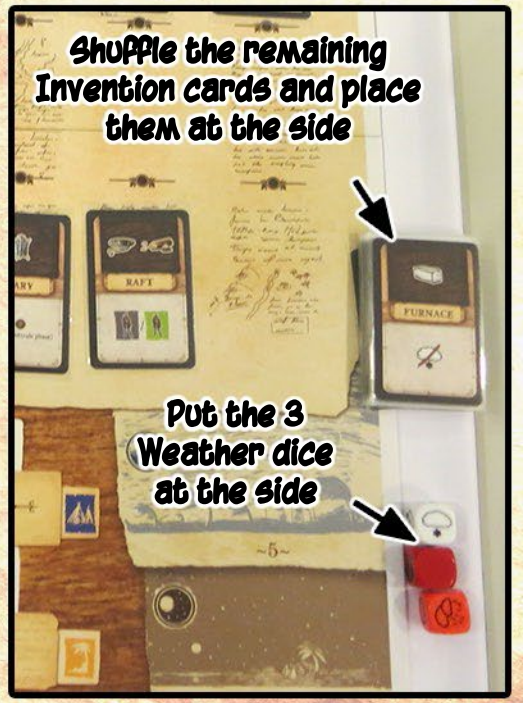
Draw 2 Starting Items randomly. Put the remaining Starting Items cards back to the box.

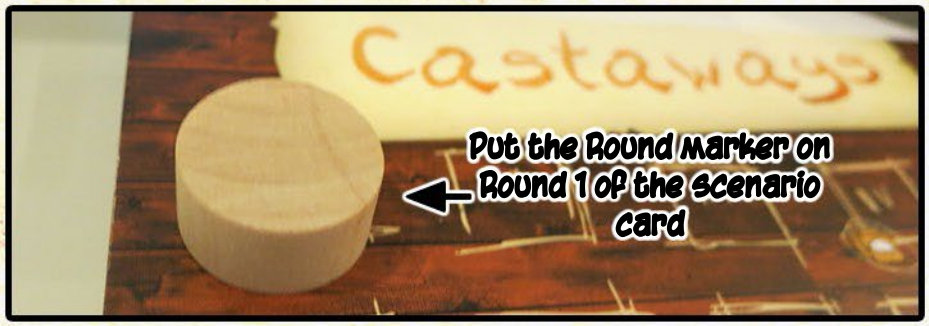
Shuffle the Discovery Tokens

This area shows some of the things you can build during the game



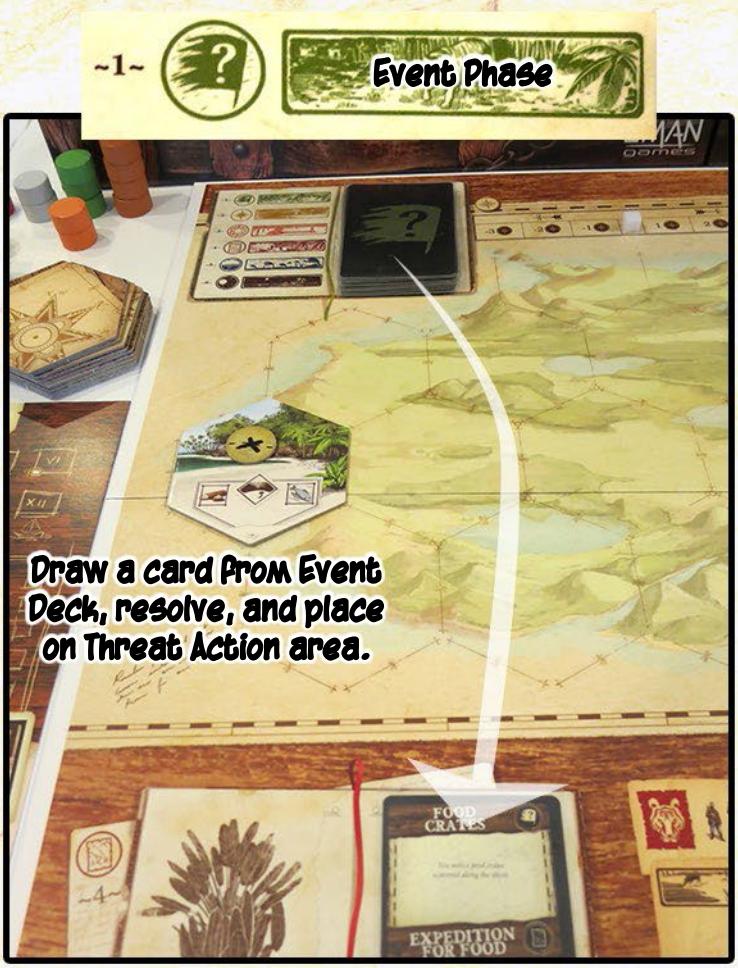
This is the area to put general Invention cards





Select a starting player.
This player takes the First Player token.

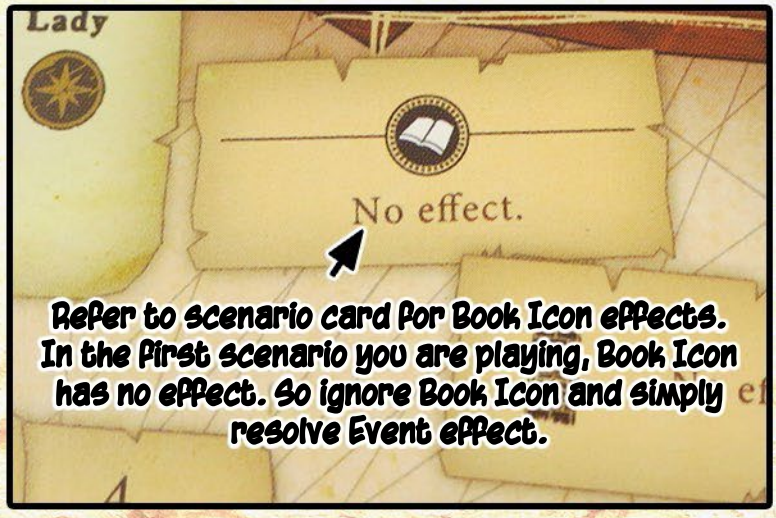
The game is played in rounds. Each round has six phases.



You start the game with the "Food Crates" card, so there is no need to draw an Event card on the first round of the game.
FOOD CRATES
You notice food crates
EXPEDITION FOR FOOD
Discard this card.
Nothing happens.

In future rounds, if there are cards on the Threat Action area, put the new card on right-most space and slide existing cards to the left.
FOOD CRATES
You notice food crates scattered along the shore.
EXPEDITION FOR FOOD
Discard this card.
Nothing happens.
~4~
WRECKED BALLOON
You heard screaming and a loud bump during the night. In the morning you find a wrecked balloon and 2 dead bodies.
SEARCH
Draw 1 Mystery card and resolve
Discard this card.
Nothing happens.

Resolving an Event card...

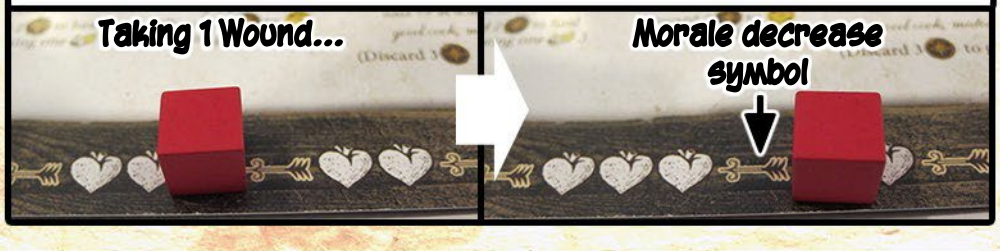

Lady
No effect.
Refer to scenario card for Book Icon effects. In the first scenario you are playing, Book Icon has no effect. So ignore Book Icon and simply resolve Event effect.

Put an Adventure token of the corresponding color on the corresponding Adventure Deck
We'll get to the effect of this token later

If Threat Action area is already full, a new card will push the left-most card off the main board. If this happens, resolve the Threat Effect of that card.
WRECKED BALLOON
SEARCH
HEAVY CLOUDS
STRENGTHENING THE ROOF
EXPEDITION FOR FOOD

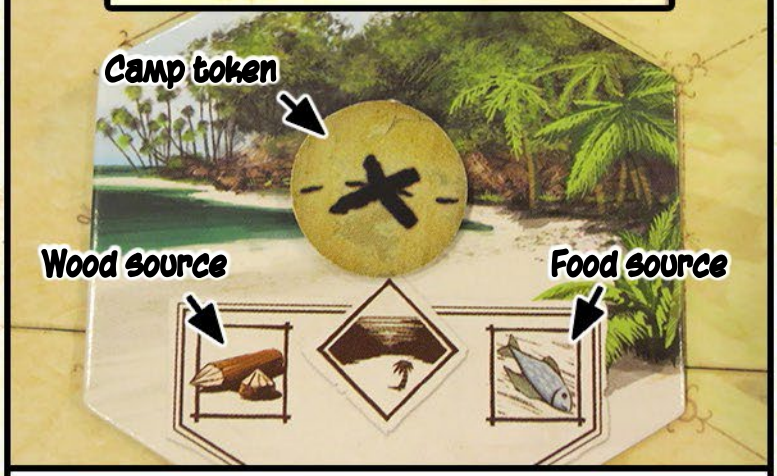
Morale Phase only affects the First Player
~2~
Morale Phase
No effect if marker at level 0.
-3
-2
-1
1
2
2
First Player has to discard 1, 2, or 3 Determination Tokens.
First Player gains 1 or 2 Determination Tokens.
First Player chooses to either gain 2 Determination Tokens or heal 1 Wound.

If the Wound marker of any player crosses the Morale decrease symbol from left to right, decrease Morale by 1 (move Morale marker 1 space to the left).
There's no effect when Wound marker passes Morale decrease symobol from right to left.

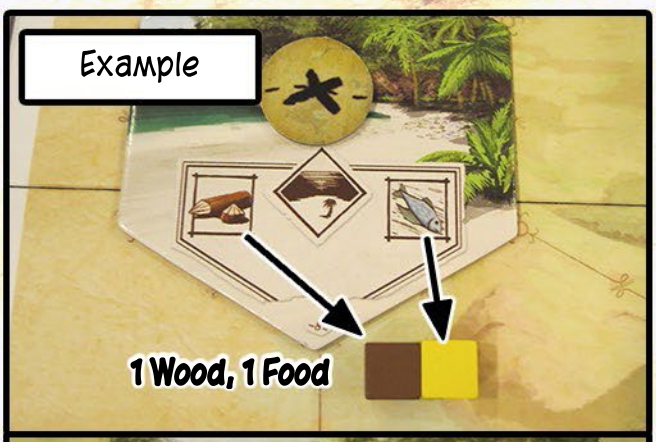


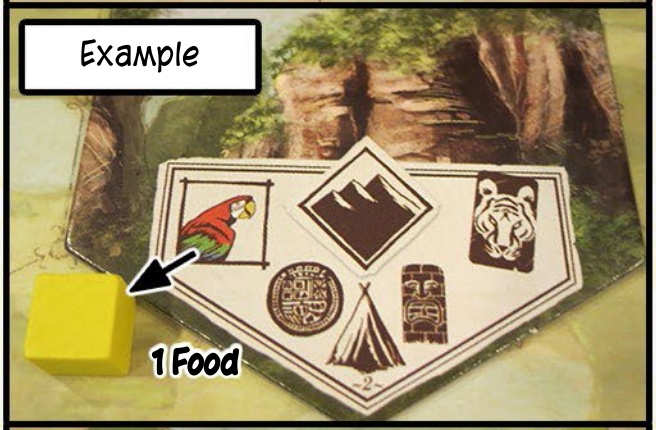
NOTE: When playing Solo, +1 Morale before resolving Morale Phase.

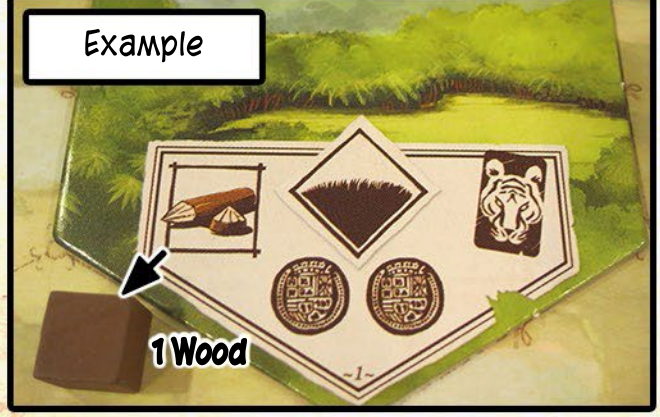
~3~ Production Phase



Players get resources during Production Phase based on sources on tile where the Camp token is located.
Put these into the Available Resources Space.







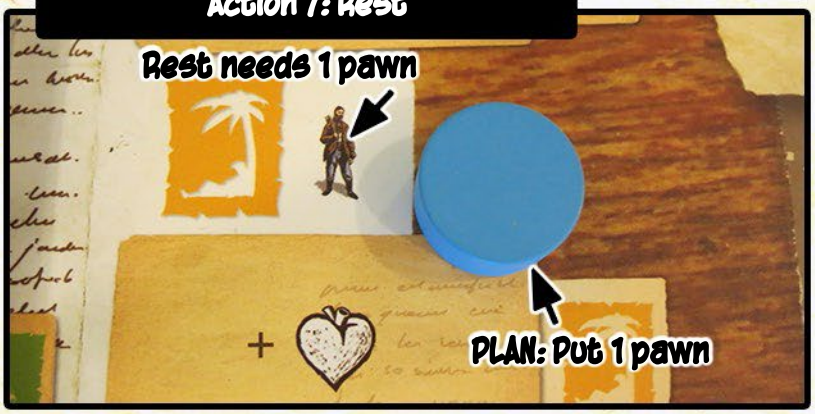
~4~ Action Phase

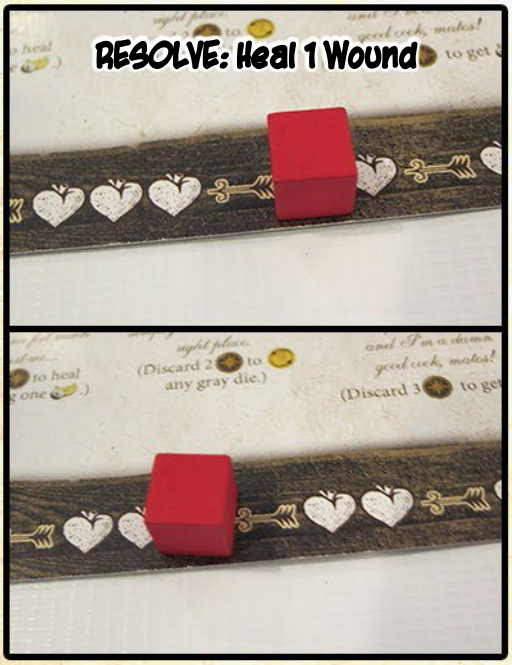
Action Phase is where players decide what actions their characters will perform. The Action Phase starts with PLAN ACTIONS. After all players have finished planning their actions (placing pawns), we move on to RESOLVE ACTIONS.
We resolve all players' actions in order from action 1 (Threat Action) to 7 (Rest).

Each player has two pawns.
1 pawn = 1 action. They represent your activities on the island.

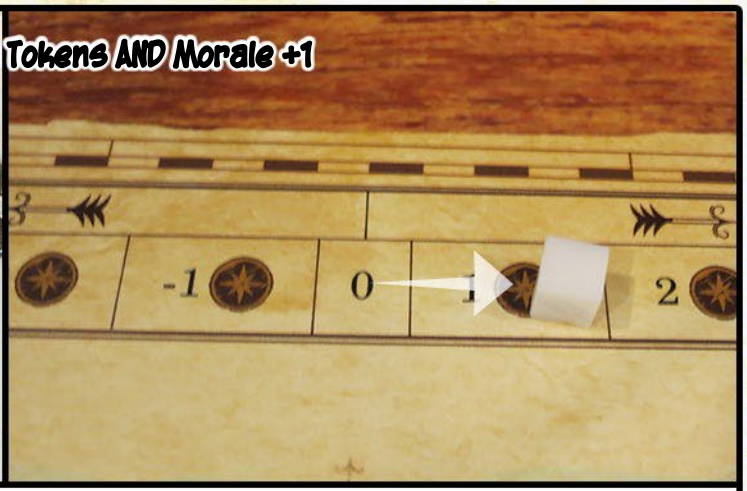
Let's go through all 7 basic actions. Remember you only resolve (in order from action 1 to 7) after all players have placed their pawns.

Action 7: Rest





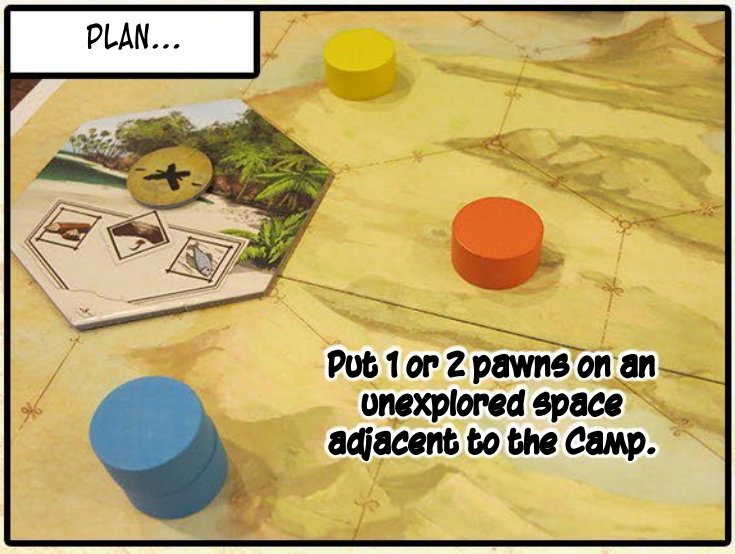
Action 6: Arrange Camp



NOTE: When playing with 4 players, put the modifier card in place.
When resolving, player either gain 2 Determination Tokens OR Morale +1.

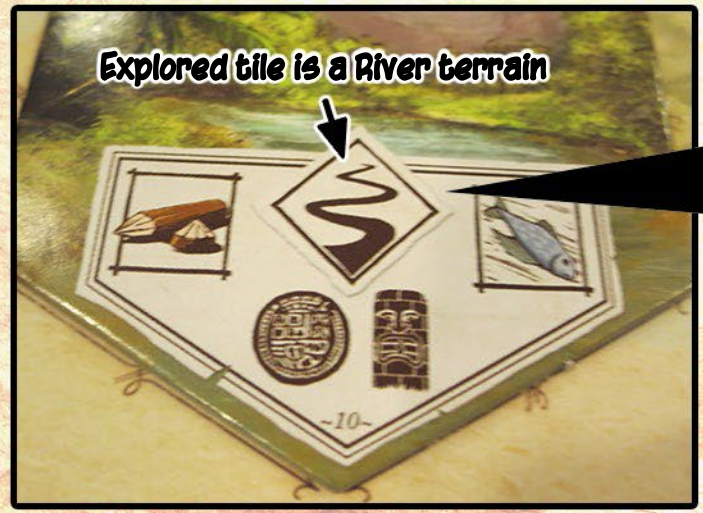
Action 5: Explore

PLAN...

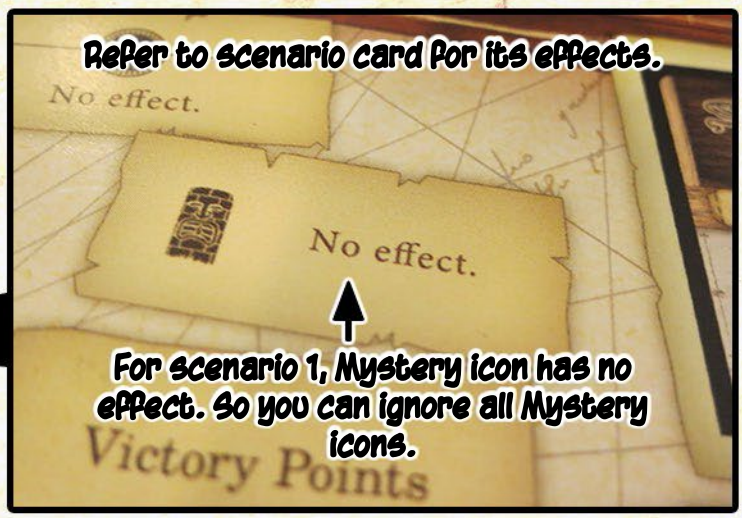


RESOLVE...

Success



This is a Mystery icon


Refer to scenario card for its effects.
No effect.
No effect.
For scenario 1, Mystery icon has no effect. So you can ignore all Mystery icons.
Victory Points

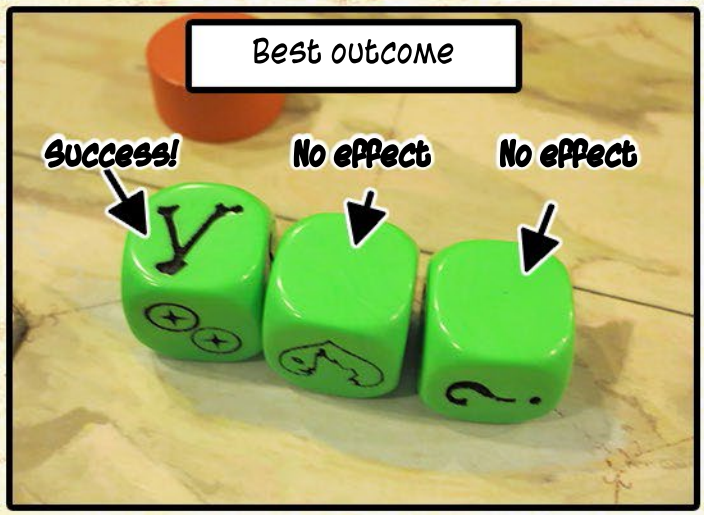
This is a Discovery token icon

Draw 1 Discovery token for each icon

Refer to last page of the rulebook (page 20) for effects of various Discovery tokens
Put Discovery tokens in Future Resources Space

Check special discoveries description on the scenario card for the 4 special Discovery tokens
Herbs
Oil
Only for pile
Pirate Saber
Medallion with a Lady

1 pawn = roll dice
Success
OR
gain 2 Determination tokens
Suffer 1 Wound
OR
Nothing
Draw 1 Adventure card
OR
Nothing


Best outcome
Success!
No effect
No effect

Worst outcome
Fail..
Get 2 Determination tokens
Draw 1 Adventure card (usually bad effects)
Suffer 1 wound

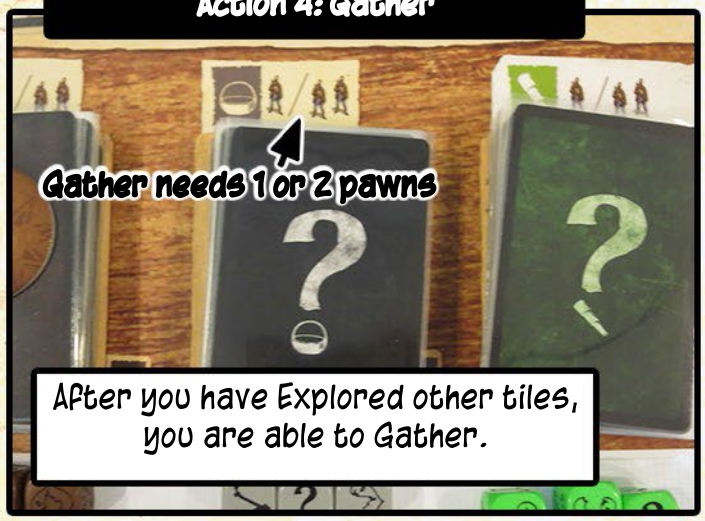
Draw Adventure card...
Explore icon
Draw from corresponding Adventure deck
Adventure effect (resolve now)
Explore icon
OLD GRAVE
You come across an old grave. You reluctantly look inside, but instantly regret it after seeing the old corpse.
Discard
Shuffle into the Event deck.
MEMORIES OF A DEAD CASTAWAY
Event icon
Event effect (resolve only when you draw this card during Event Phase)
You have heard a dreadful story about an old grave.
The First Player discards 2
Draw another card.

Other icons on Island tiles
This is a Natural Shelter (We'll cover this later at Build Action and Night Phase)
~11~

This is a Beast Card icon
~3~

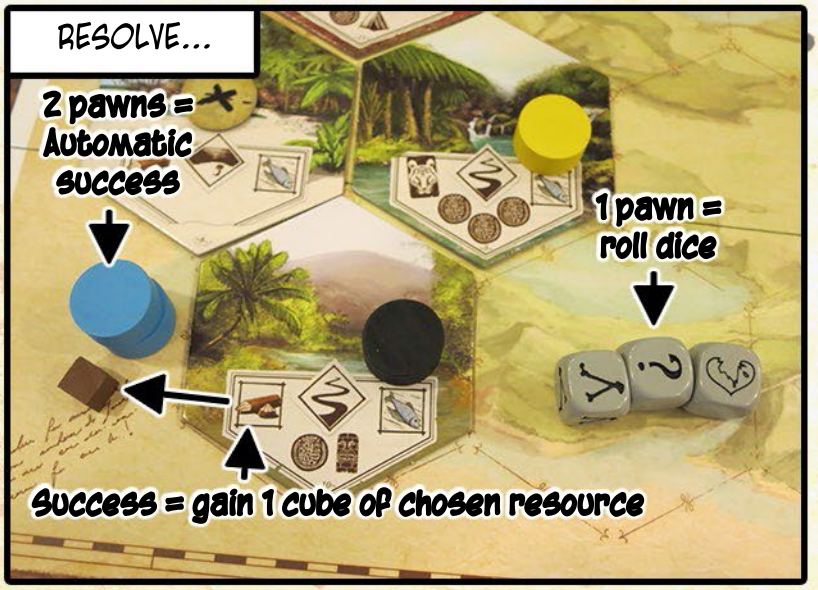
Resolving Beast Card icon
At the start of the game, the Hunting Deck is empty.
Draw a card from the Beast Deck
Add the card into the Hunting Deck

Action 4: Gather



PLAN...

RESOLVE...



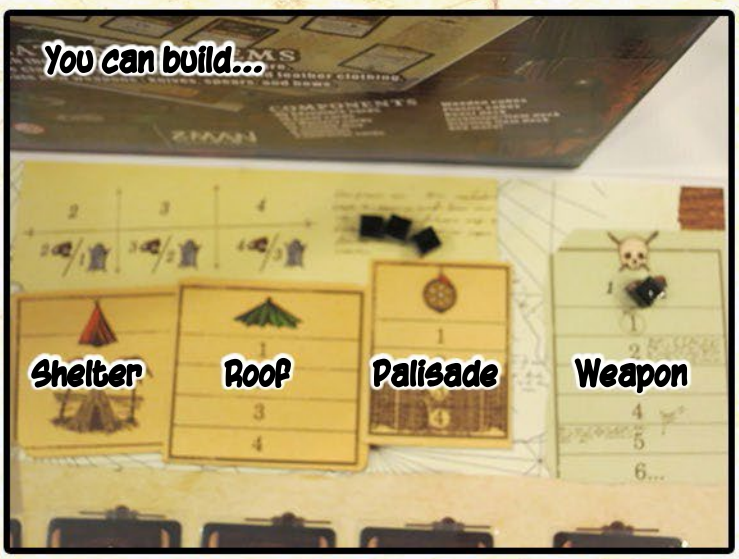
2 tiles away

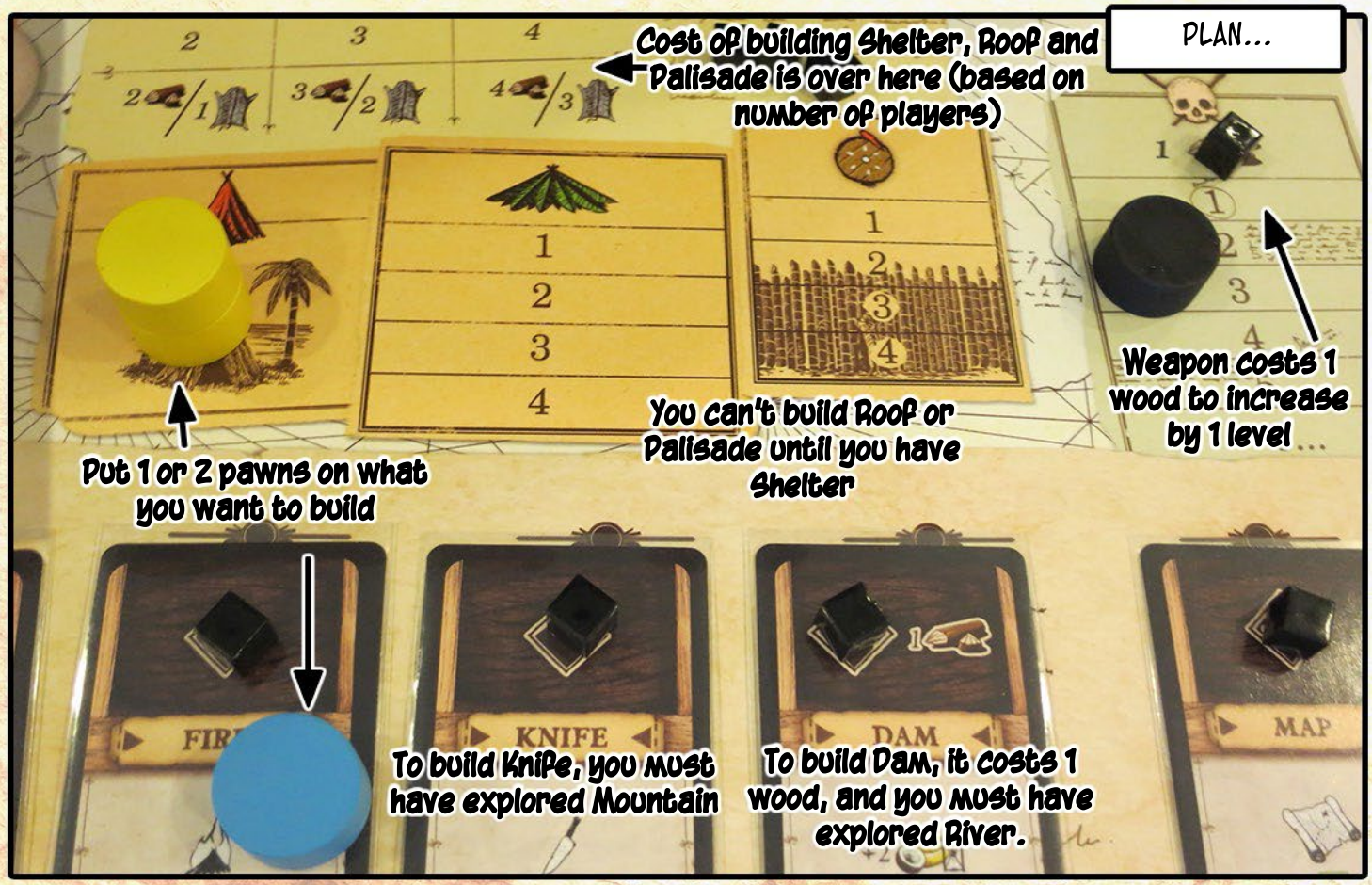
So far you can explore/gather 1 space/tile away (adjacent) from your Camp.
You are allowed to explore/gather 2 spaces/tiles away from your Camp.

Explore

Gather

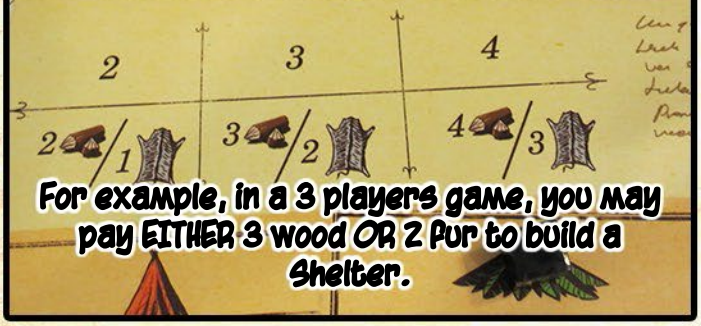
Action 3: Build




PLAN...
Cost of building Shelter, Roof and Palisade is over here (based on number of players)
Put 1 or 2 pawns on what you want to build
You can't build Roof or Palisade until you have Shelter
Weapon costs 1 wood to increase by 1 level...
To build Knife, you must have explored Mountain
To build Dam, it costs 1 wood, and you must have explored River.

RESOLVE...

You must have the required resources from Available Resources Space in order to build.



Build Shelter

Once built, the player-made Shelter cannot be lost for the rest of the game.
If you don't have any shelter at the end of Night phase, all players suffer 1 wound.

If there is an Adventure token, you must draw a corresponding Adventure card, even if you use 2 pawns.
This applies to all Build, Gather and Explore actions.

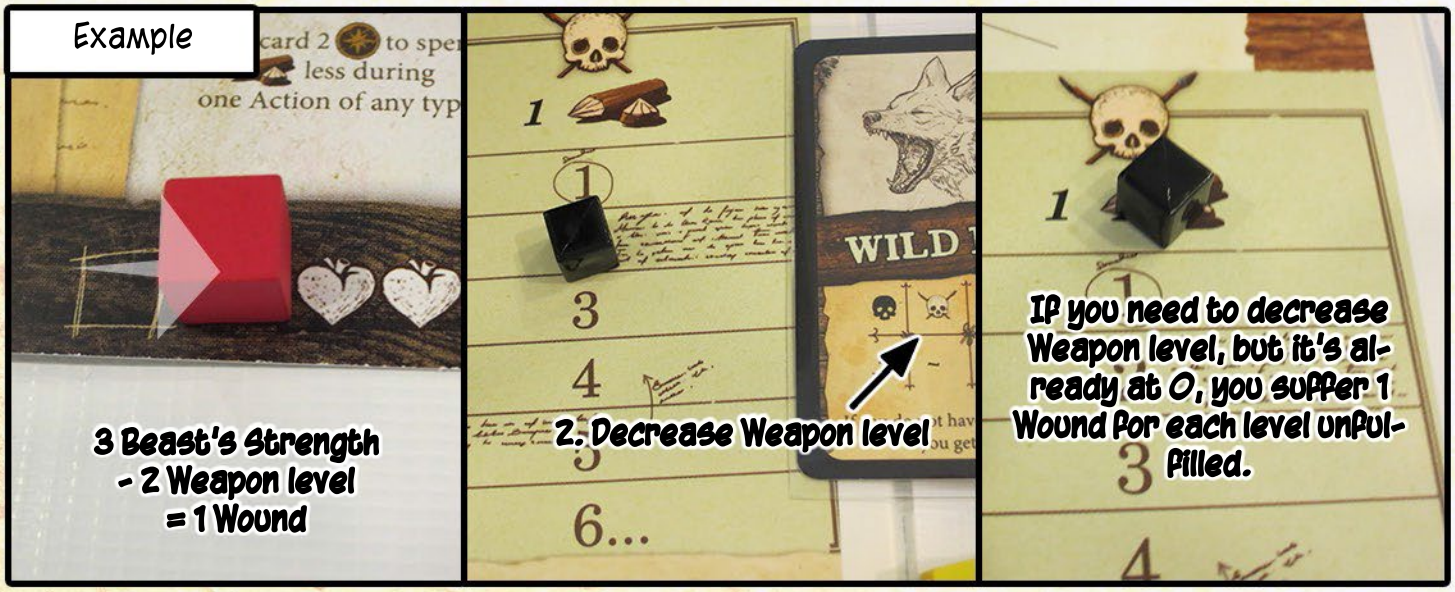
Adventure token

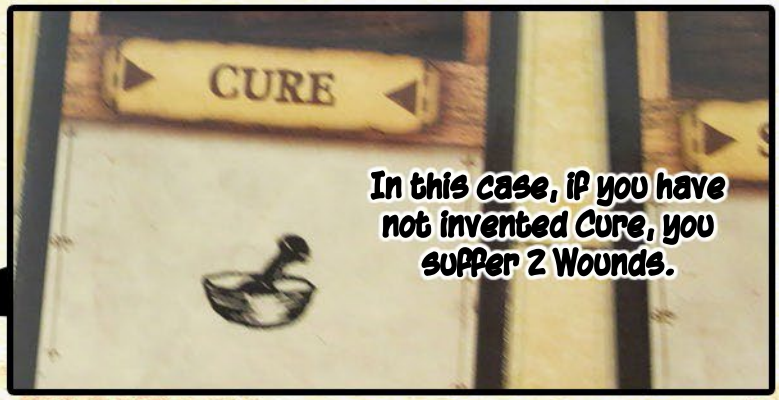
Action 2: Hunt

PLAN...

RESOLVE...

Example

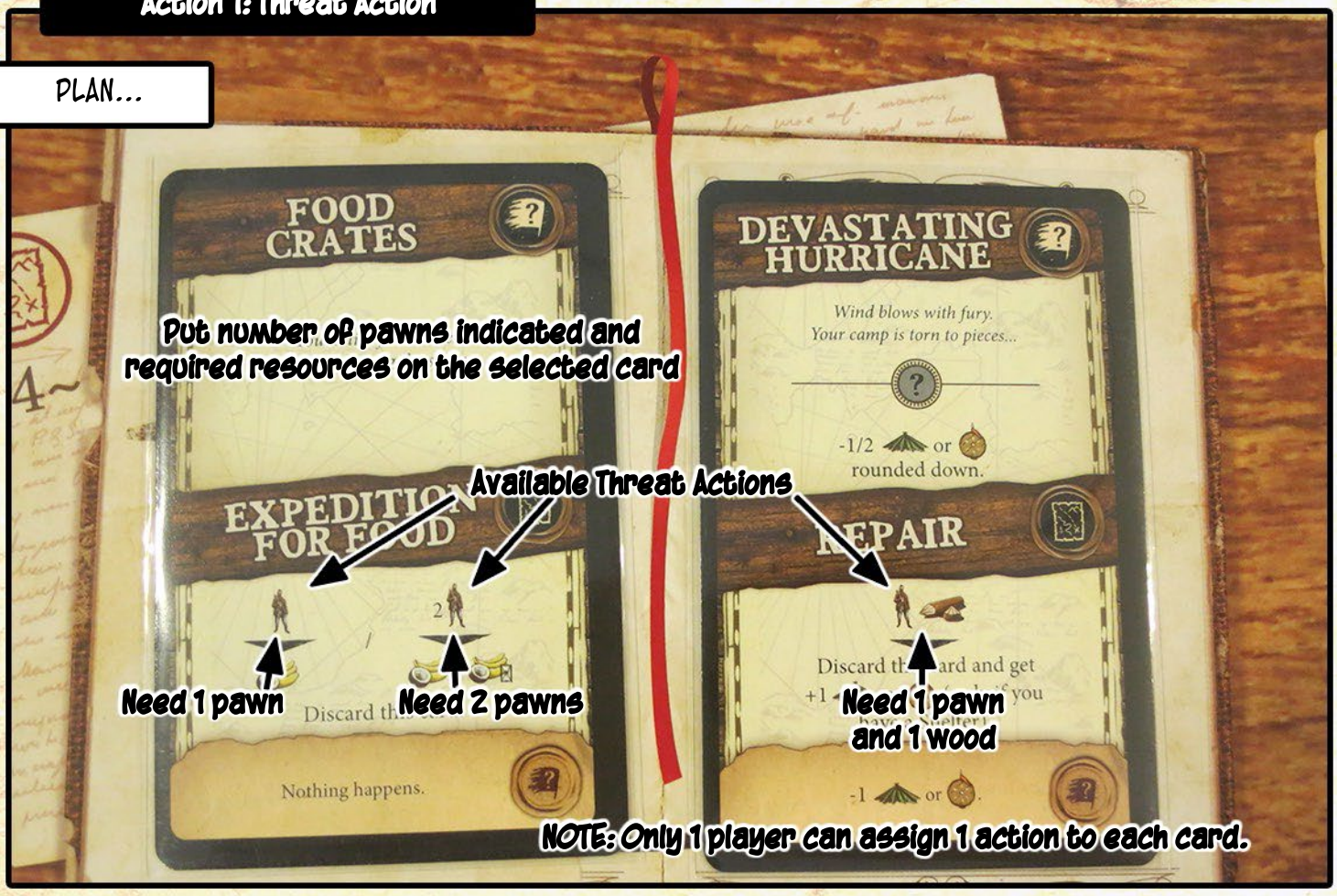

3 Beast's Strength - 2 Weapon level = 1 Wound
2. Decrease Weapon level
If you need to decrease Weapon level, but it's already at 0, you suffer 1 Wound for each level unfulfilled.



Discard Beast Card after resolving.

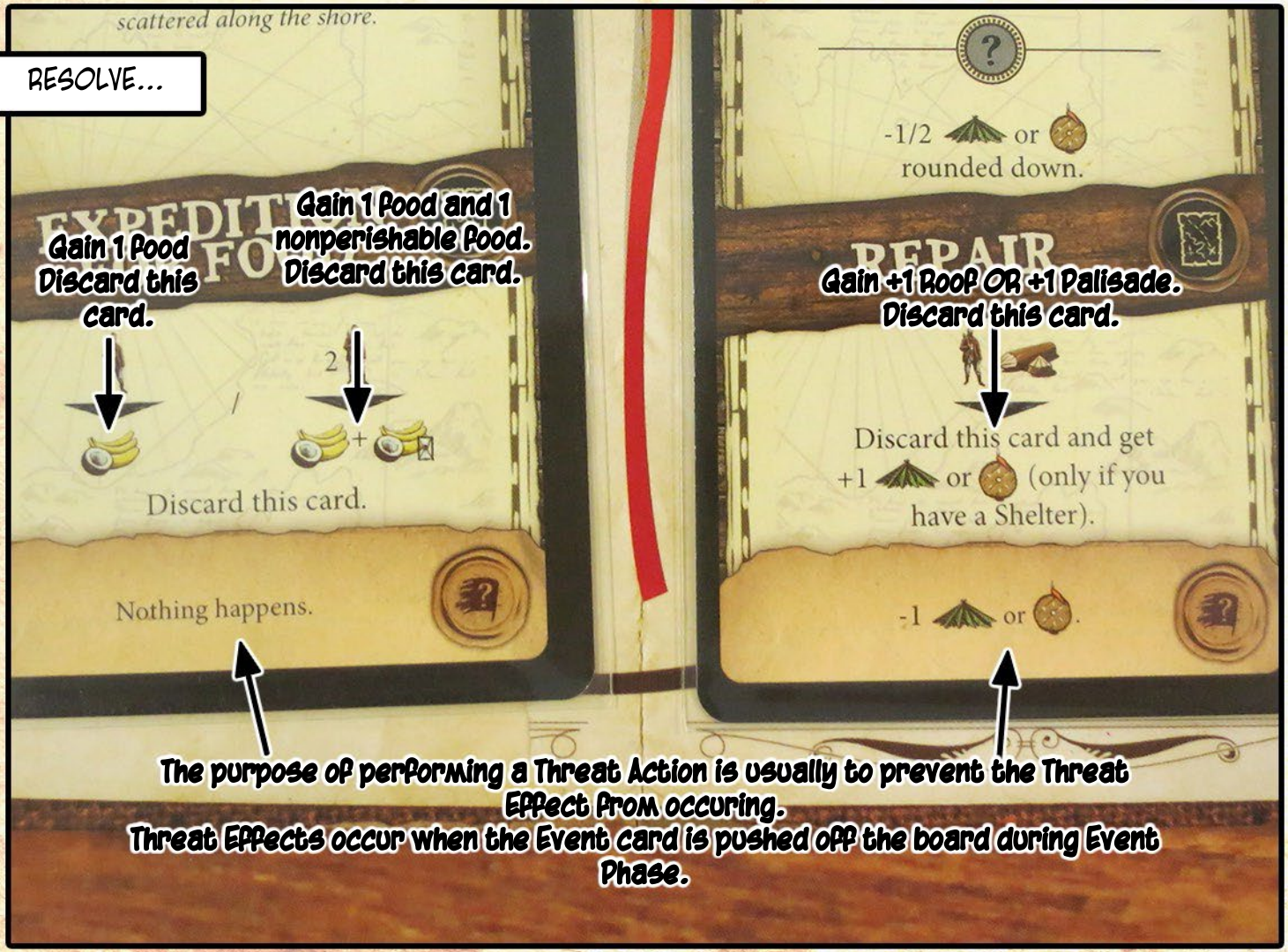
Action 1: Threat Action

PLAN...



NOTE: Only 1 player can assign 1 action to each card.

RESOLVE...


Gain 1 Food Discard this card.
Gain 1 Food and 1 nonperishable Food. Discard this card.
Discard this card.
Nothing happens.
-1/2 or rounded down.
REPAIR
Gain +1 Roof OR +1 Palisade. Discard this card.
Discard this card and get +1 or (only if you have a Shelter).
-1 or

The purpose of performing a Threat Action is usually to prevent the Threat Effect from occuring.
Threat Effects occur when the Event card is pushed off the board during Event Phase.

End of Action Phase

REMEMBER: Action Phase starts with PLAN, followed by RESOLVE. Only after all players have placed their pawns, do you resolve all actions. Actions are resolved in order from 1 (Threat Action) to 7 (Rest). Return pawns to players.

Push everything from Future Resources Space into Available Resources Space

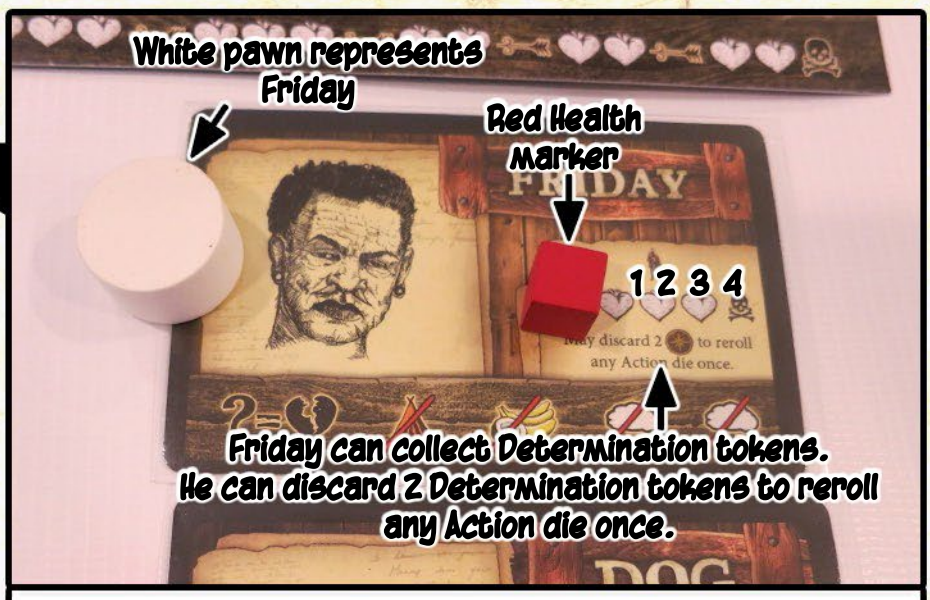
Apply effects of Inventions, turn over to it's ITEM side, and place back to the board.

Discovery Tokens with resources are converted into corresponding cubes.

Other Discovery Tokens can be kept. You can use them anytime.

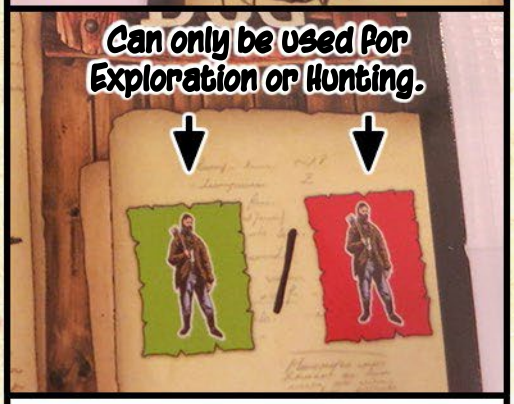
Remember to refer to special discoveries description.

Friday and the Dog

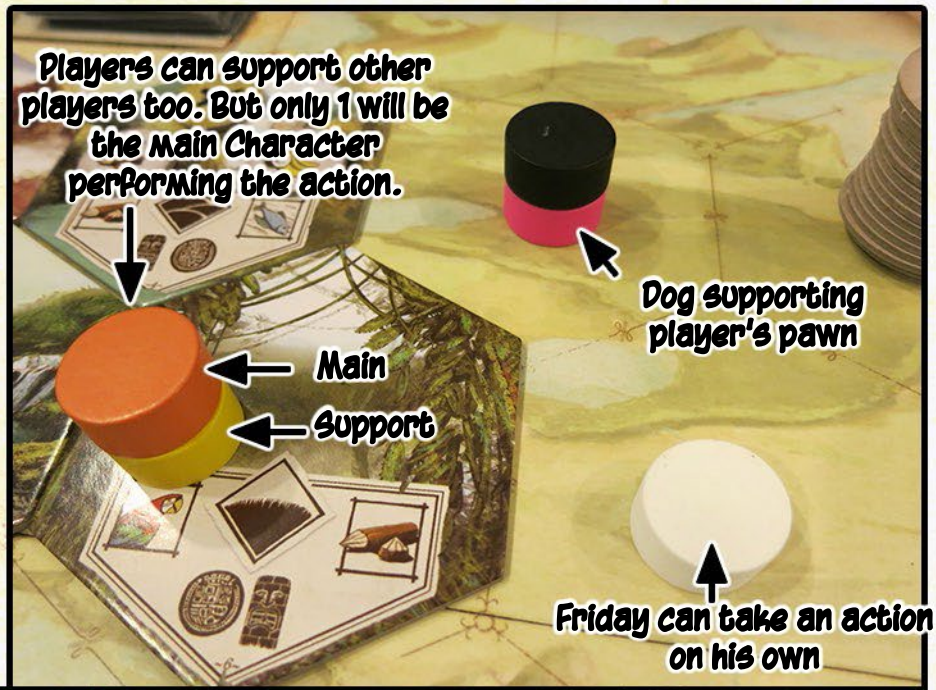

White pawn represents Friday
Red Health Marker
1 2 3 4
Friday can collect Determination tokens.
He can discard 2 Determination tokens to reroll any Action die once.

1. Take Friday when playing Solo or 2 players.
2. First Player controls Friday.

3. Friday does not resolve Adventure cards. When he needs to, he suffers 1 wound instead.
4. Friday does not take damage from lack of Shelter.
5. Friday does not need Food during Night Phase.
6. Friday does not take damage from Weather.

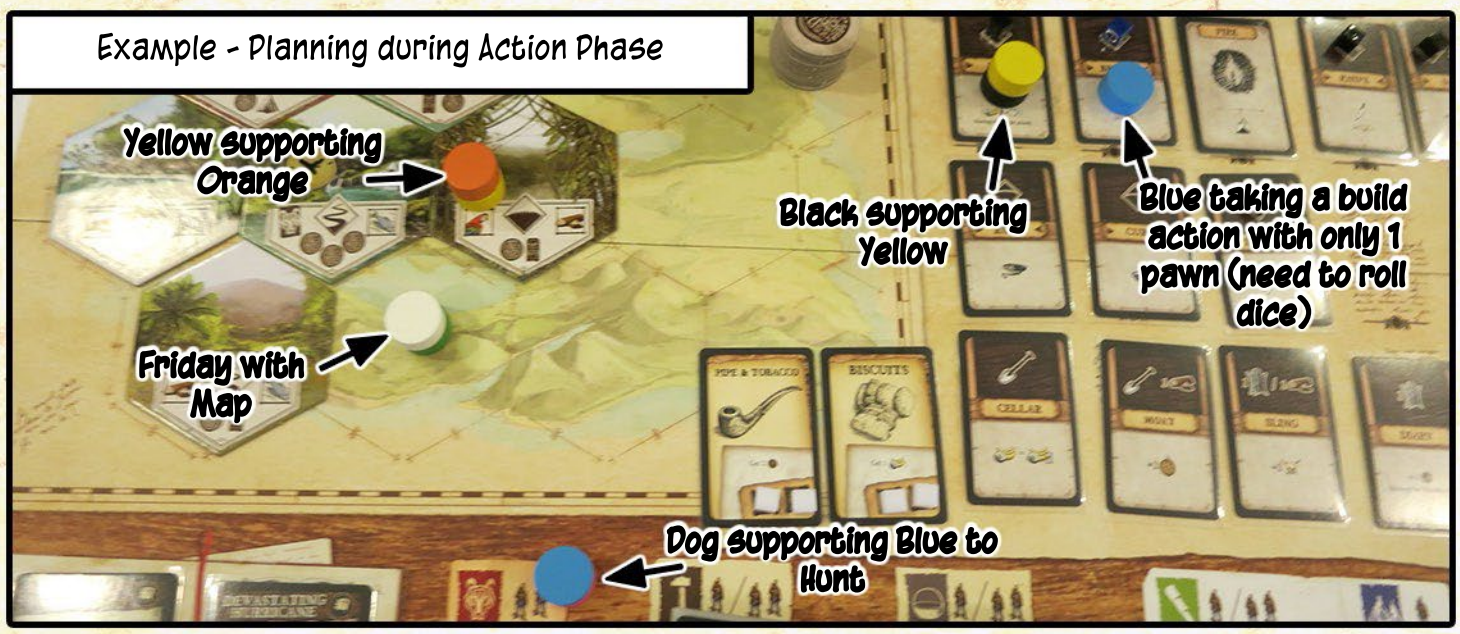


1. Take the Dog when playing Solo or 3 players.
2. The Dog can only be used with another Player's pawn.
3. The Dog cannot be used with Friday.


Players can support other players too. But only 1 will be the Main Character performing the action.
Dog supporting player's pawn
Main
Support
Friday can take an action on his own

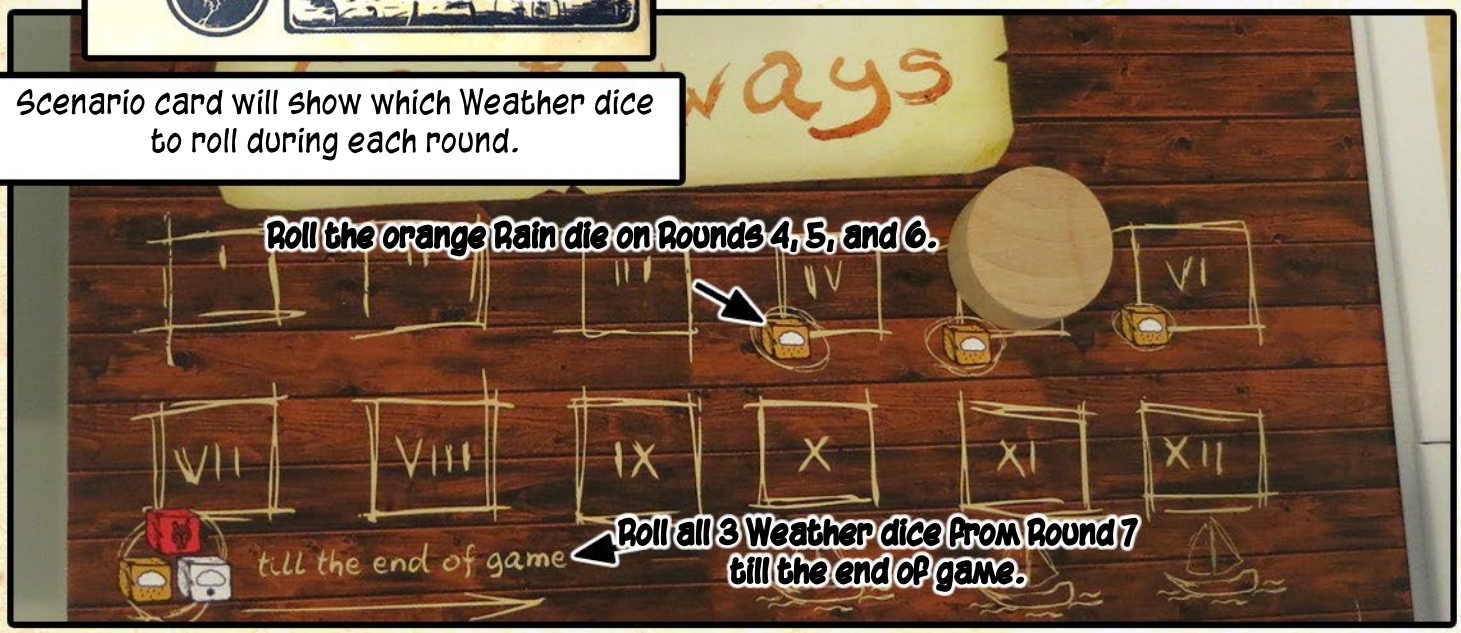
Friday can make use of supporting pawns like Map. But Friday cannot use the Dog. Friday cannot use a Player's pawn as support.

Example - Planning during Action Phase


Yellow supporting Orange
Friday with Map
Black supporting Yellow
Blue taking a build action with only 1 pawn (need to roll dice)
Dog supporting Blue to Hunt

~5~ Weather Phase

Scenario card will show which Weather dice to roll during each round.



Hungry Animal

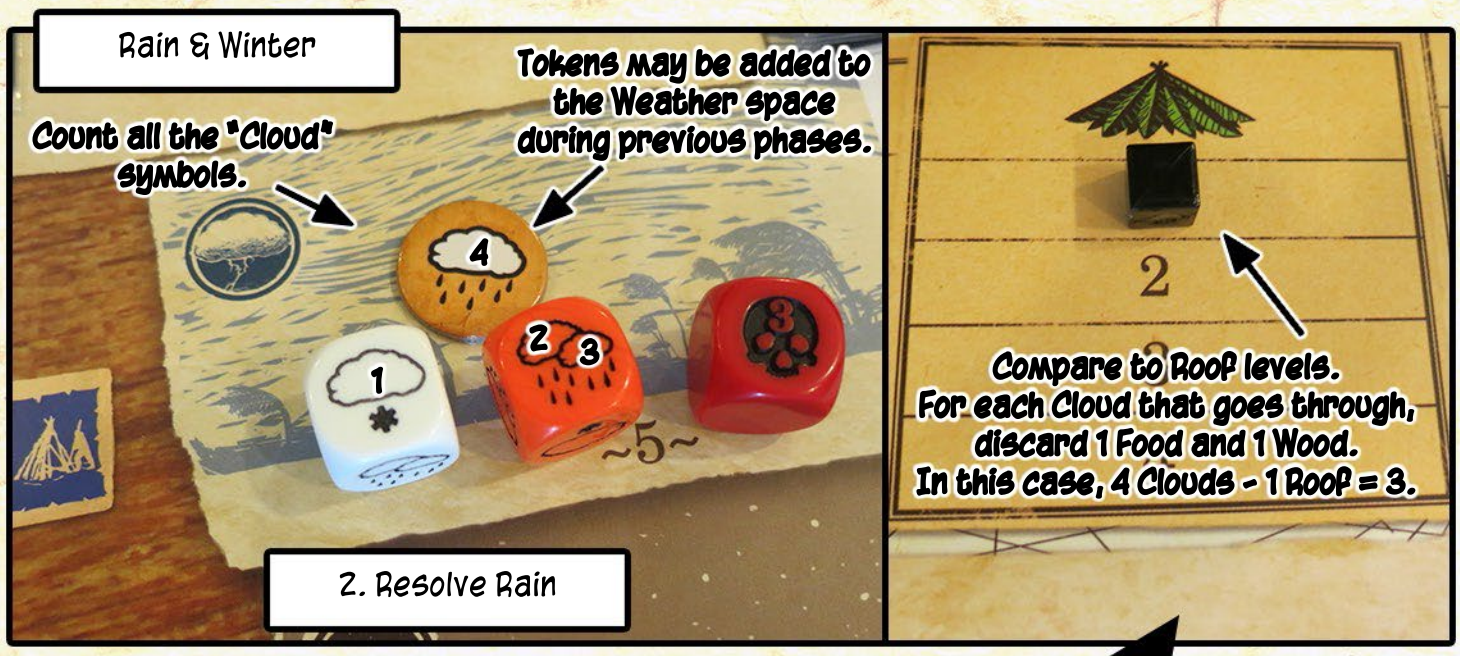
Discard 1 Food.

Palisade -1.

Fight a beast with Beast's strength 3.

Damage from the Hungry Animal die affects all players.

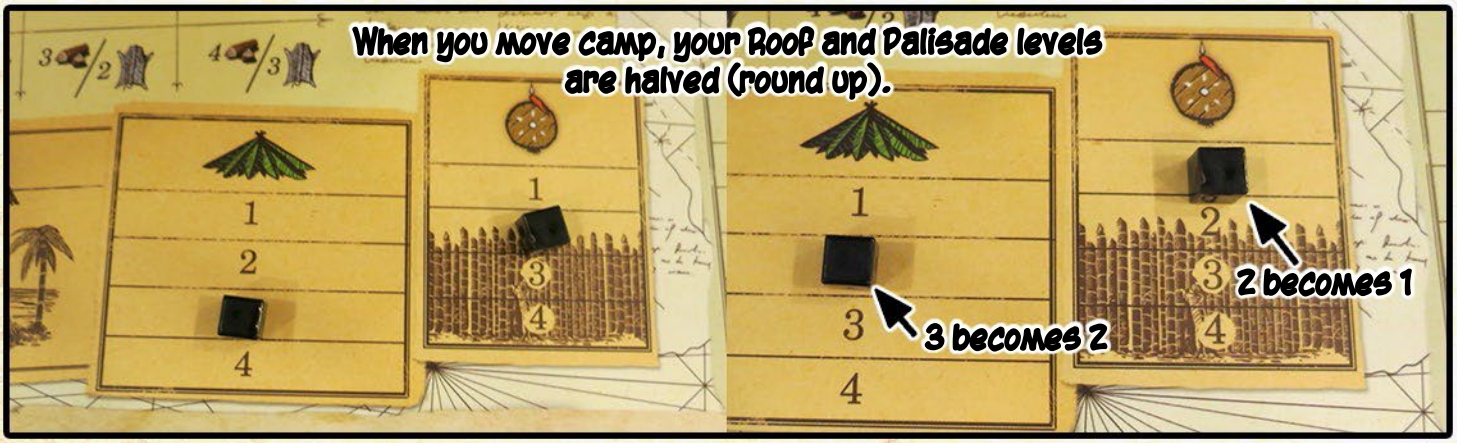
Rain & Winter


Rain & Winter
Count all the "Cloud" symbols.
Tokens may be added to the Weather space during previous phases.
4
2 3
1
3
~5~
2. Resolve Rain
2
Compare to Roof levels.
For each Cloud that goes through, discard 1 Food and 1 Wood.
In this case, 4 Clouds - 1 Roof = 3.

Damage in Weather Phase affects all players.
If you are able to discard a food/wood, or decrease Palisade level, you must do so.
For each unfulfilled demand, all players suffer 1 wound.

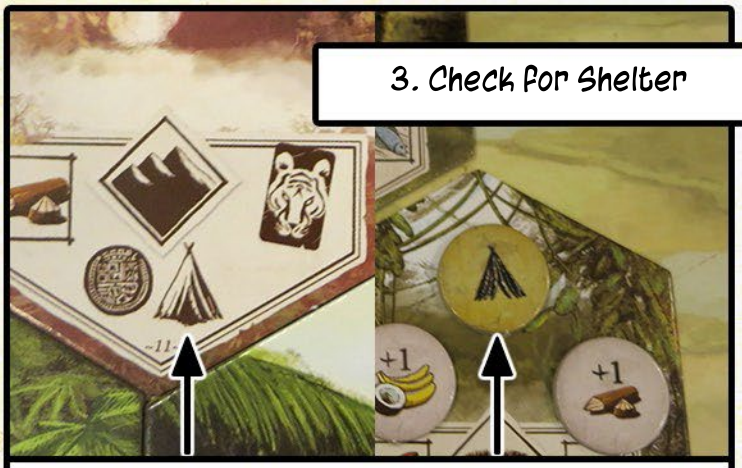
~6~
Night Phase
Example, in a 4 players game, you must discard 4 food.
If there is not enough food, players decide which player(s) go without food that night.
1. Each player must discard 1 food or suffer 2 wounds.

2. Move Camp Decision



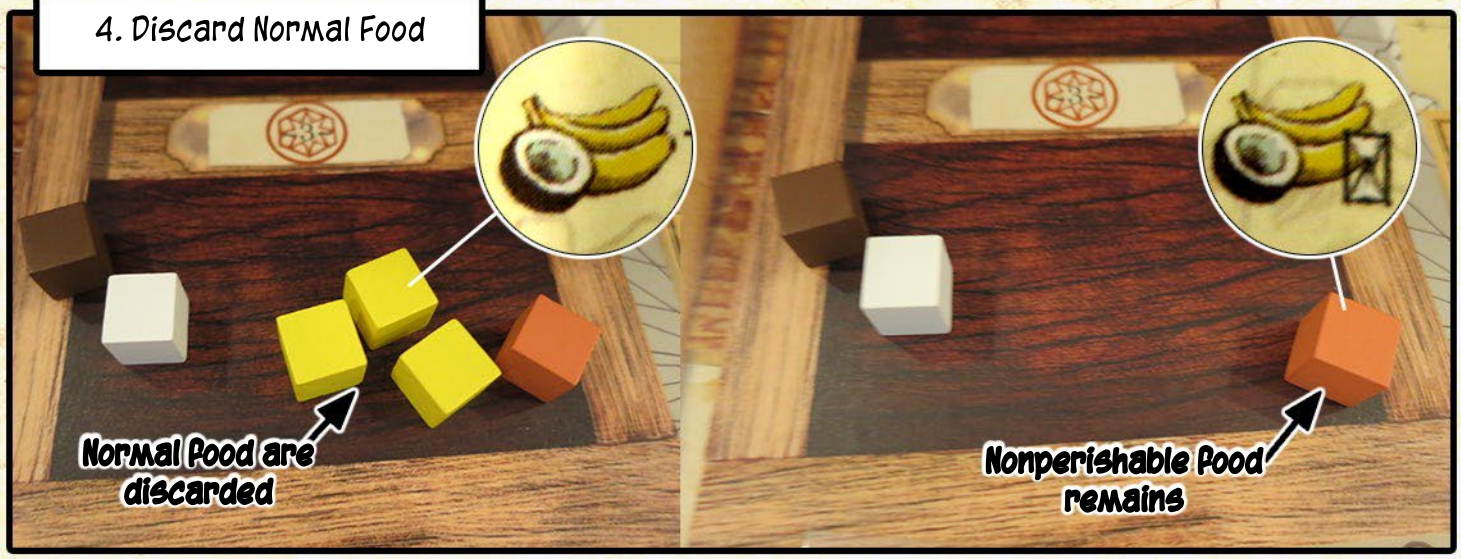
Natural Shelter

3. Check for Shelter

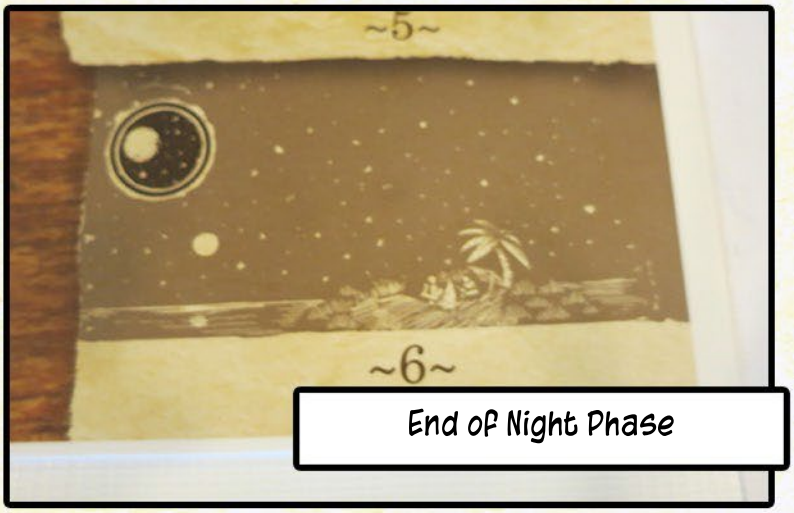


If your Camp is not on a tile with Natural Shelter, OR if you have not built a Shelter, all players suffer 1 wound.

4. Discard Normal Food

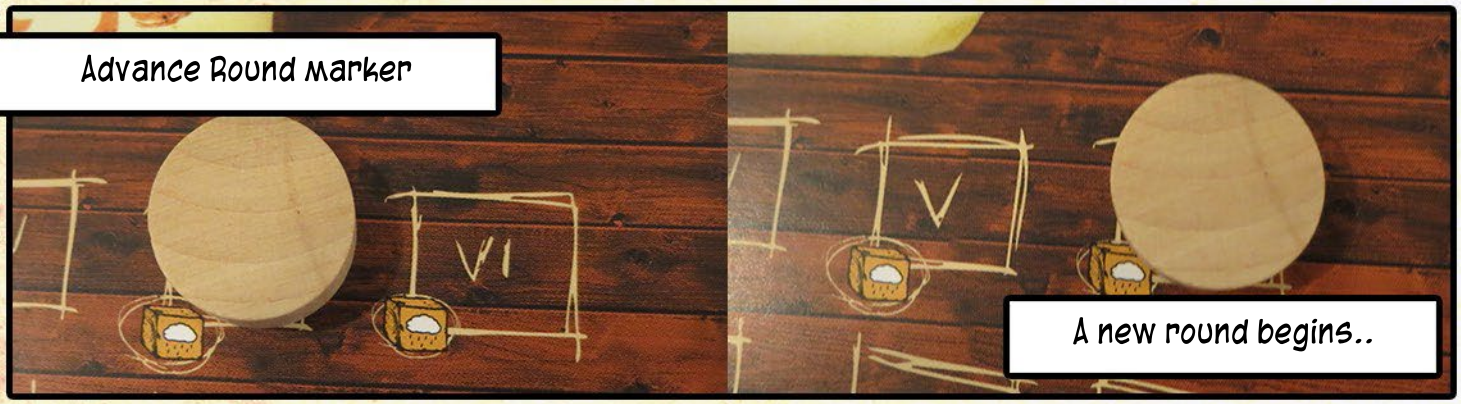


5. Opportunity to Heal



End of Night Phase

Advance Round Marker



A new round begins..

Pass First Player token

NOTE: If you are playing solo, you are always the First Player.

Some additional information

Determination Skills

Each skill costs 2 or 3 Determination tokens
Each skill can be used anytime once a round
FIREPLACE
(during the Night phase)

Starting Items

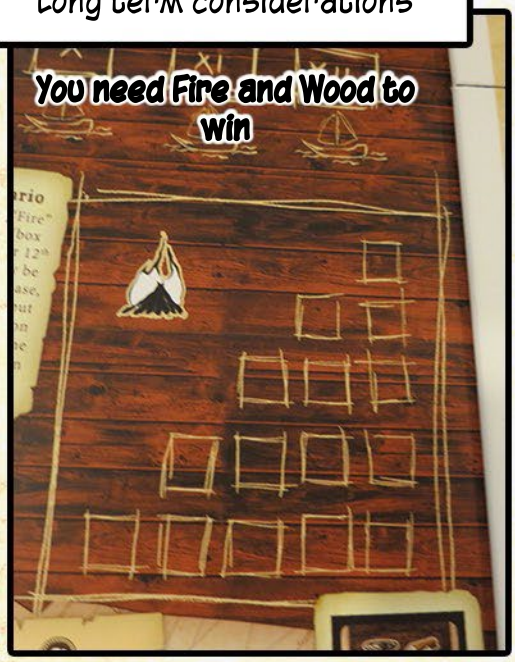
1. All players can use.
2. Each item can be used 2 times.
3. Can be used any time.
4. Remove marker after use.

Mystery Deck

1. Consists of 3 types of cards.
   Treasure Monster Trap
2. To resolve, continue to draw until you get a card of the indicated type(s).
3. If you draw a card that is NOT of indicated type(s), ignore.
4. After getting one card of any indicated type(s), you can decide to STOP or carry on resolving until you drew all indicated type(s).
5. Shuffle back ignored cards. Discard resolved cards.

You're almost ready to go. Just some quick reminders.

Long term considerations



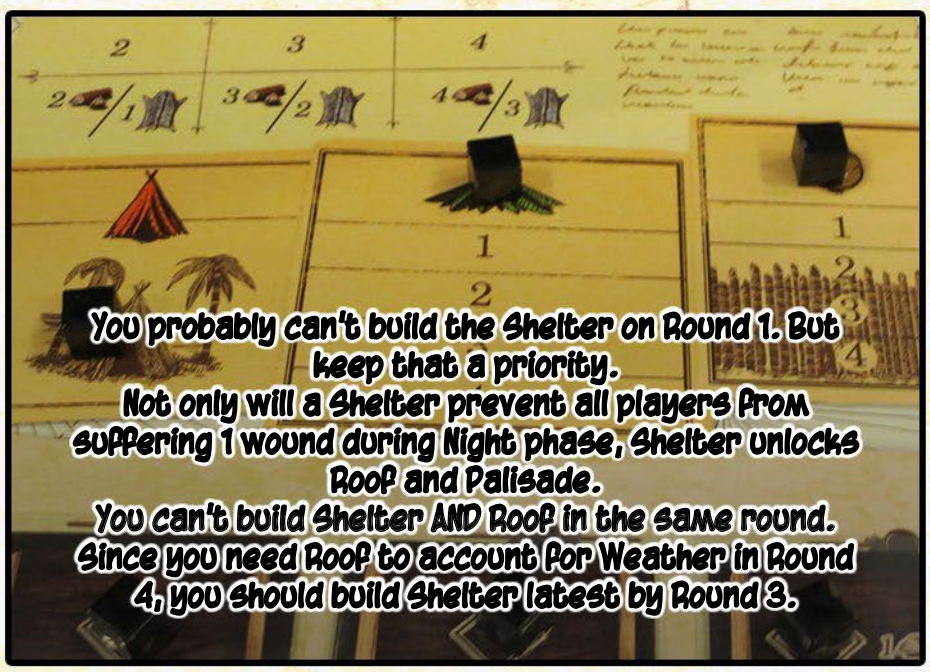
Fire requires Mountain to be explored
FIRE
Since you start on the Beach, you definitely need to explore in order to find Mountain. Start exploring as soon as you can!

Mid term considerations

Account for the Weather Dice
till the end of game
Good to have at least Roof level 1 by round 4, and Roof level 2 (or more) by round 7.

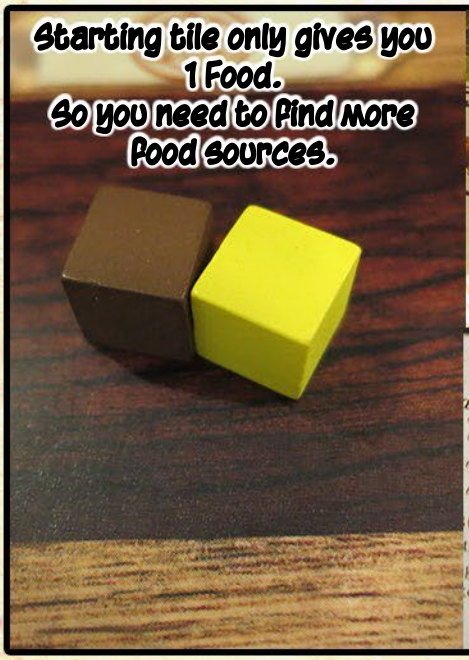
Short term considerations

From the 1st night, you will need Food and Shelter.



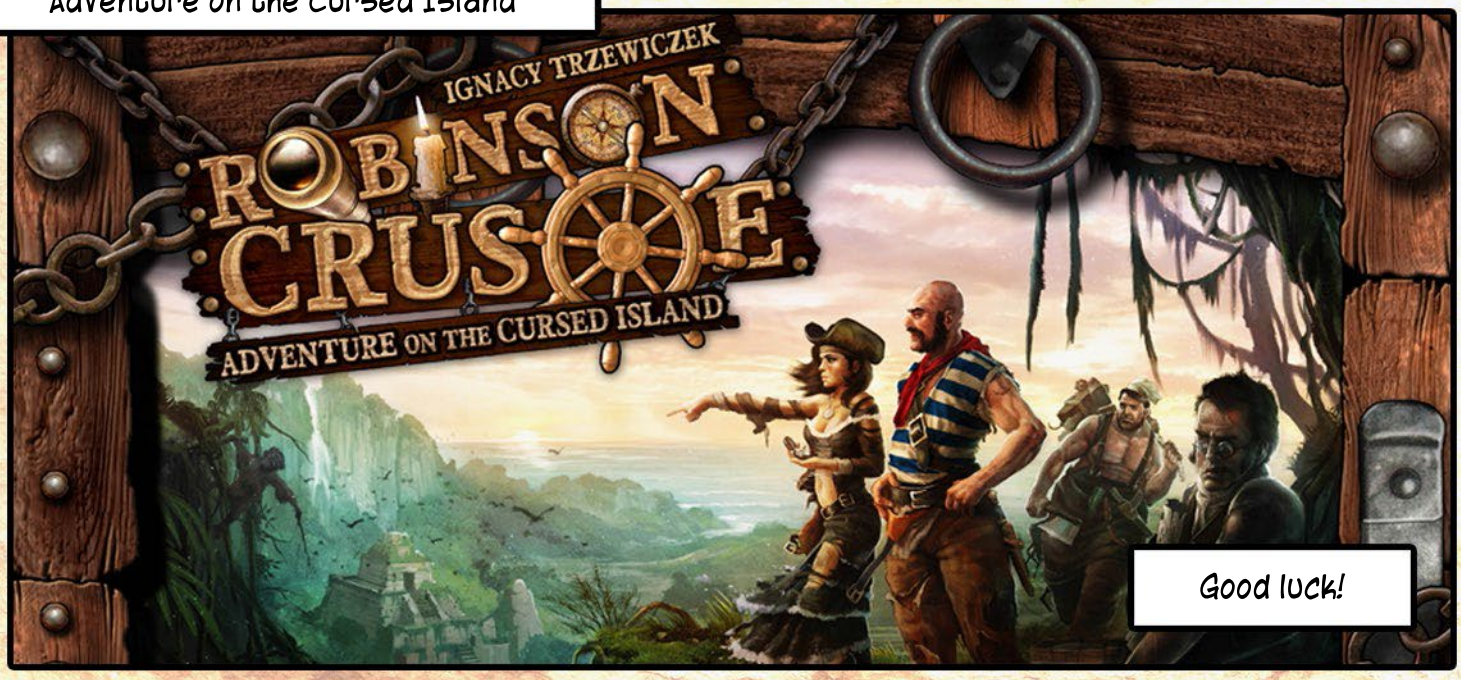
You probably can't build the Shelter on Round 1. But keep that a priority.
Not only will a Shelter prevent all players from suffering 1 wound during Night phase, Shelter unlocks Roof and Palisade.
You can't build Shelter AND Roof in the same round.
Since you need Roof to account for Weather in Round 4, you should build Shelter latest by Round 3.

Starting tile only gives you 1 Food.
So you need to find more food sources.



Common ways to find food

You're now ready to start your Adventure on the Cursed Island



Good luck!

Castaways Quick Start Guide to Robinson Crusoe

by Cedric Chong (maxixe)

This Quick Start Guide is meant as an introduction to the game of Robinson Crusoe. You can think of it as a guide to pass along to your friends to read before going to game night. It'll be great if the game is played with at least one experienced player who knows how to handle all the exceptions and special rules.

This guide is not meant to be comprehensive. Hopefully it can be used as an aid to help new players get into this game. Some of the things I left out include:

- Unfulfilled demand rule
- One unique token on each space rule
- Modifiers
- "IF POSSIBLE"
- "DECIDE"
- Cards and effects
- Storm token
- Special wounds

NOTE 1: I intentionally left out rules for Building Shelter on other tiles. I'M not clear on that myself. I play all my games such that I can only Build Shelter on Camp tile. It works. I think it's fine to play either way.

NOTE 2: Friday + Dog. There is rule difference between Polish version and English version. This may be a translation / interpretation issue. As I heard, Polish version is very clear that Dog can be used with Friday. English version says Dog can only be used with a player's pawn. Feel free to play either way. It only affects Solo plays. Either way is fine.

Version history
[Version 1.1] Corrected a wording mistake on page 21.
[Version 1.2] Amended page 22. Added page 23, 24, 25.
[Version 1.3] Changed title design. Removed specific mentioning that Dog cannot be used together in the same action with Friday on page 18.
[Version 1.4] Corrected a wording mistake on page 20.
[Version 1.5] Corrected page 6, 20, 23.
[Version 1.6] Minor edits. Added searchable text.
[Version 1.7] Corrected error on page 22.

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